



SUNY
Cobleskill

65TH ANNUAL SPRING MEET 2011

RULE BOOK

APRIL 29-30, 2011

HOSTED BY SUNY COBLESKILL

HEAD JUDGE: Matt Waterfield

ASSISTANT HEAD JUDGE: Nathan Waterfield

HEAD SCORE KEEPER: Holly Waterfield

ANNOUNCER: DAVID JOHNS

General Rules

1. Any conflicts, issues, disagreements, etc., must be made clear to the head judge by the team captain as soon as possible to get resolved.
2. All teams will consist of 6 competitors and 1 optional alternate. There will be 3 divisions: Men's, Women's, and Jack-and-Jill. For Jack-and-Jill, there must be at least 3 women on the roster.
3. Scoring will be determined on a 100 point scale for all 17 events. The winning team will receive 100 points and the others will get a percentage of that determined on their time in the specific event.
4. The cadence for every event will be "Contestants Ready?, Judges Ready? 3,2,1, GO!"
5. For any chopping event, the starting individual MUST have the axe on the log until "1", but may not strike the wood until "GO!" Violators may not restart and will be penalized.
6. All other events, "GO!" is the earliest to start. Violators may not restart and will be penalized.
7. When competitors are finished with the event, they must call time. This is when the stopwatch is actually stopped.
8. Before all events, judges will inform you of specific rules and the flow of the event.
9. Men's wood will be larger/heavier than women's wood for all events.
10. Jack-and-Jill teams will use all men's wood sizes.
11. Teams must supply all chains, binders, straps, and horizontal chop stanchions, etc. for all events. None will be provided.
12. SUNY Cobleskill will provide matches and uniform cans for fire build.
13. Competitors have a specified amount of time to complete task/event. If the time is up, unfinished competitors must stop, and take a disqualification (zero points) on that event. Judges will inform the competitors of time constraints.
14. Rules may change due to specific issues, but all teams will be notified of the change.
15. Head Judge has the final decision on each individual case/issue

Safety Rules

1. Safety is the main objective. We are striving to make this competition completely injury and accident free. All safety gear must be worn during events.
2. Chopping – "Booties" or chain-maille must be worn to protect feet and legs.
3. Fire build – Aluminum bootie must be worn on at least one foot if foot may come in direct contact with axe. Chain-maille or heavy duty leather glove must be worn if axe will come in direct contact with hand.
4. Canoeing – Canoeing competitors must wear a properly fitted personal floatation device in case of accident. Must be a certified PFD, no inflatable vests.

Event Rules

Team Events

Team Cross-Cut

1. The team will, in pairs, make 2 cuts for a total of 6 cuts made.
2. Each member must participate.
3. Competitors must make all cuts on team's assigned cant.
4. Cutouts must be re-cut. If the cookie breaks and a whole cookie can be fit together, it does not have to be re-cut.
5. If 6 complete cookies are not made when competitors yell "TIME" they will be disqualified and receive 0 points for that event.
6. Men will cut on 8"x8" wood while women will be on 6"x6" wood.

Team Bow Saw

1. The team will, in relay, make one cut for a total of 6 cuts made.
2. Each member must complete one cookie.
3. Competitors must make all cuts on team's assigned cant.
4. Cutouts must be re-cut. If the cookie breaks and a whole cookie can be fit together, it does not have to be re-cut.
5. Team mates may not receive help from any other team mate during cutting. Only one competitor may have his/her hands on the bow saw at one time while the saw is in motion.
6. If 6 complete cookies are not made when competitors yell "TIME" they will be disqualified.
7. Men will cut on 8"x8" wood while women will be on 6"x6" wood.

Team Log Roll

1. The team will, in pairs, complete a specified section of a obstacle course and/or decking.
2. Each member must participate.
3. Peaveys must remain off of the wood until "GO!"
4. Both ends of the log, not necessarily at the same time, must hit the respective posts before changing pairs.
5. No physical assistance can be made by another pair or team.
6. Logs may not be intentionally touched by any body part or there will be a penalty.

Team Pulp Toss

1. The team will, equally in relay, toss four pulp logs between two sets of stakes.
2. Each pulp log that rests between the stakes receives one point. Fastest time to 48 total points.
3. The men's pit will be 20'x4' while the women's will be 15'x4'.
4. Any and all pulp logs that land short of the stakes must be pulled back before tossing, or it will not count as a point. Any that cross the plane of the stakes but does not count for a point does not have to be pulled.
5. Foot Fouls; First offense: warning. Second offense: current pulp being thrown does not count towards points. Third/+ offense: all four pulp logs that individual throws will not count for points.
6. Pulp logs must come to a complete stop, in or out of the pit, before next competitor touches the logs.

Canoe Relay *This event will be held like this due to constraints such as time and location. It will be run like this to appease all teams.

1. All competitors will complete a section of a canoe relay.
2. There will be 2 teams per heat.
3. Each heat will run as described: Start Singles, Singles, Doubles, Single Portage, Finish Single Portage. This is all 6 competitors canoeing for a total time.
4. The first singles canoe will start on north end of pond and on "GO!" both teams will "drag race" to south end of pond. When competitor crosses line at south end, they will dismount canoe, and second singles will get in and "drag race" to the north side.
5. Once the second singles competitor reaches the north end, they shall dismount canoe, and the doubles competitors will get in the canoe and "drag race" to the south end. Once the doubles competitors get to the south end, they will dismount the canoe and the first portage competitor will get in canoe and "drag race" to the north end.
6. Once the first portage competitor reaches the north end, they will dismount canoe, drag/carry a short distance to second portage competitor. There will be a hand-off area where canoe must be exchanged between first and second competitor. The second portage competitor will then run back down to the north end of the pond, get in canoe, and "drag race" to the south end. Once the whole canoe crossed the designated line on south end, time will stop.
7. Competitors may help other teammates get in and out of canoes when they are in designated changing stations. They may not help or touch the canoe when it is out of this area. The canoe is officially in the changing station once the nose of the canoe enters the station/cross the line.
8. There will be a center line dividing the two teams in each heat. If there is a deliberate act of crossing this line or disrupting another team competing, there will be a 1 minute penalty each time.

9. Only 1 canoe may be used for this whole event. In the event of canoe failure, one back-up canoe may be substituted during the competition resulting in a 1 minute penalty.
10. Canoe must be at least 14 feet and able to support both doubles competitors safely.

Team Packboard Relay

1. Teams will complete a relay course with a secured packboard.
2. There will be a walk through before event with all captains before the event.
3. The first competitor will wrap up supplied sand bag in a blanket and tie on to pack board. Once tied, the competitor will run designated course to the first change station.
4. The second competitor will receive the packboard from the first competitor in the change area and run their course. The second competitor will run to the second change station and hand off packboard to third competitor. This same flow will be followed until the last competitor receives the packboard from the fifth competitor and run's across the finish line.
5. If packboard falls apart, competitor must stop forward movement, move out of the way of other competitors, re- tie packboard, and then continue to their next station.
6. Competitors may not carry loose parts of the packboard in arms, or they will be penalized.
7. If packboard falls apart in change station, both team members may help to re-tie the packboard.
8. If hand-offs occur outside the packboard exchange area, a 30 second penalty will ensue, per infraction.
9. If competitor deliberately cuts part of the course or runs off course, the team will be penalized.

Singles Events

Pole Climb

1. One competitor will climb up a designated pole and hit a painted stripe on top as fast as possible. The stripe will be 40' up the pole.
2. The competitor must have a proper safety harness on that is adequate for climbing.
3. The competitor may not touch the wood with any part of their body or equipment before "GO!".
4. Toe gaffs are not allowed.
5. Excessive jumping to the hit stripe early will not be tolerated, due to it being unsafe for competitor and others.
6. There will be a belay person provided and will belay all competitors.

Birling

1. Competitor will mount log and signal judge when to start timing.
2. Competitor will attempt to spin log, unidirectional, for 15 full revolutions.
3. If competitor falls, they must re-mount and continue towards the 15 revolutions.
4. Revolutions are cumulative from the start.
5. Example: If competitor starts spinning log clockwise 7 times then falls, re-mounts, and spins the log 8 times counter clockwise, that would constitute the 15 full revolutions. Revolutions must be made by the competitor in a forward motion (as if the competitor was running forward, NOT backward).
6. No spiked shoes may be worn. Sneakers/watershoes, socks, or barefoot is acceptable.
7. No sharp objects may be on person while competing for safety of others and the liner.

Single Buck

1. One competitor will saw completely through a uniform, horizontal log using a cross-cut/single buck saw.
2. There may be one person from the team to help wedge, spray oil, and line up the saw.
3. The kerf length will be a one dollar bill (or 6").
4. Competitor will be given 2 inches of wood to make the cut.
5. If there is a cutout or uses over the 2 inch allotted wood, a 30 second penalty will be given.

Obstacle Course

1. One competitor will complete a series of tasks in order.
2. First, the competitor will throw an axe at an axe throw target.
3. Once the axe is stuck in the target, the competitor will then walk up an inverted log around 4 feet off of the ground.
4. The competitor will cut one cookie with a bow saw while standing on the block.
5. There will be a 2 inch allowed cut. This will be marked clearly to determine if there is a cut out or use more than 2 inches of wood. Also, there will be a dot painted on the end of the log.
6. The competitor will then walk down the log and move to the third task.
7. If competitor falls off log, they must run back up the log. The competitor may not jump off or climb on log but has to walk all the way up and down the log to marked line.
8. The competitor will then take the bow saw cookie that they cut, and bring it over to the area near the axe throw target.
9. They will then take the axe and split the dot into two pieces on the cookie.

10. Once the dot is split, competitor will yell "TIME!" and time will stop.
11. The judge will determine if the dot is split and the competitor did not use more than 2 inches of wood for the cookie.
12. If the dot is not clearly split or competitor uses more than 2 inches of wood, there will be a 30 second time penalty.
13. One team mate may help to hold the bow saw before and after use, although they may not assist in the actual sawing of the log.

Axe Throw

1. One competitor will throw an axe into a wooden target for points.
2. The target will be of standard height: 5 foot on center.
3. The target will be placed 20 feet away. If you cross the line before the axe meets the target, no points will be awarded for that throw.
4. The target will be done in bulls-eye fashion with highest ranking points in the center and less points outward.
5. There will be 2 optional warm up throws, and 5 throws that will count as points towards your score.
6. Double sticks must be tapped down by competitor until top edge is out. If axe falls, no points will be awarded. The axe handle must be pointing down in order for throw to count.

Fly-Casting

1. One competitor will cast a provided fly into distinctly marked rings for points.
2. Competitor must supply own fly rod with reel and line. Maximum rod length of 9 feet.
3. Competitor will choose one of the supplied flies. Around ten similar hookless, flies will be specifically made for this.
4. Leader after the fly has been tied on must be at least 5 feet in length.
5. Three easily visible rings at separate distances (20, 40, 60 feet) will be placed on the ground. Further distances are worth more points than closer rings.
6. Competitor will initially cast to the 20 foot ring. Once the 20 foot ring is made, the competitor may then proceed to cast towards the 40 foot ring. Once the 40 foot ring is made, competitor can try for the 60 foot ring.
7. If competitor makes all 3 rings, they are entitled to attempt the course again for more points, starting at the 20 foot ring in the same order.
8. There will be a designated area for the fly caster for equality and also safety for all spectators. There will also be a warm up area to allow practice.
9. There is a 2 minute time limit to hit as many targets as possible.
10. If fly breaks off, notify timer, time will stop, and you can retie.

Triples Events

Underhand Chop

1. Three competitors will, in relay, chop through their logs as fast as possible.
2. On "GO!" the first chopper will completely chop through their cant. Once the first chopper is completed, the second chopper will then chop their cant. Once the second chopper is completed, the third chopper will then completely chop through their cant.
3. Only one person may be chopping at a time, otherwise penalties will result.
4. No competitor may chop another teammates cant.
5. Men will chop on 8"x8" wood while women will be on 6"x6" wood.
6. After chopping, no competitor may touch the log until the judge has checked the cant.

Barrel Split

1. Three competitors will, in relay, split their designated logs with an axe and place every full length piece in a hole on the top of a barrel.
2. The barrels will have equal sized (5"x5") square hole.
3. On "GO!" the first splitter will split and stuff their log into the barrel. Once the first splitter is completed, the second splitter will then split and stuff their log into the barrel. Once the second splitter is completed, the third splitter will then split and stuff their log into the barrel.
4. Only one person may be splitting and stuff at a time, otherwise penalties will result.
5. No competitor may split, stuff, or touch another teammates log or piece of log.
6. If the barrel becomes full with split wood, the barrel may be picked up to empty it and/or moved to a more desirable location.
7. All full length pieces of log must be placed in the barrel, otherwise penalties will result.
8. Hitting the log into the top of the barrel with the axe or other log is not allowed.

Doubles Events

Scoot Load

1. Two competitors will "log roll" three logs off of a decking platform, then deck the logs back to the same starting position.
2. All three logs must hit the stakes at the bottom of the decking platform before returning.
3. The logs may not be intentionally touched with any part of the body or specified penalties will result.

4. Once all 3 logs are decked onto the platform in the correct slots, competitors will call "TIME!" Time will stop and judges will assess if logs are in proper areas.
5. The flow of the competition and specific rules will be described by the judges before every start.

Vertical Chop

1. Two competitors will completely sever a vertically oriented block.
2. The first competitor will start chopping through the first side of the block. Once they determined they have gone halfway through, the second person can start chopping the other side.
3. Once the first person is done, they must yell "GO!" to signal the second to start.
4. Both competitors must compete.
5. Once the block is severed, time will stop.
6. No two choppers may be chopping the same block at the same time.
7. After the second person starts, the first chopper may not touch the block until the judge confirms the time.

Fire Build

1. Two competitors will make a fire and boil over a can of soapy water.
2. The competitors will be provided with a dry cedar log, three strike-anywhere matches, and a can with one cup of soapy water.
3. If more matches are needed, the timer for each team will have a supply of matches. Competitor can only collect one match at a time from them to be used.
4. If water from can accidentally or intentionally is spilled, the team must get a brand new can from the judge or timer and continue the event.
5. Any style structure can be built for the fire.
6. Only two tools may be used by the pair (one axe and drawshave, or two axes).
7. Strike pads on axe or drawshave are allowed.
8. Pieces of bark or wood cannot be used to cover can as a lid.
9. Once the water boils over completely, time will stop.